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HOW TO PLAY
Isolated Warrior™

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This game is licensed by Nintendo® for play on the

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Thank you for selecting this VAP "ISOLATED WARRIOR" Game Pak for the Nintendo Entertainment System.

Before you start play, please read this instruction booklet carefully and follow the correct operating procedure. Keep this instruction booklet for future reference.

Safety Precautions

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle.
- Do not touch the terminal connectors or get them wet because this may damage the circuit.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

The Story

A planet outside of the Earth's galaxy called Pan was suddenly attacked by an unknown alien force. The aliens had the power to consume all living things, machines, and buildings. Pan soon became overwhelmed by the aliens and their army began losing all of its fighting power. The soldiers and people of Pan were advised to evacuate the planet, however, the captain of the army, Max Maverick, refused to leave. He suited up for battle and faced the aliens alone using his motorcycle and Hover-craft as his only means of transportation.

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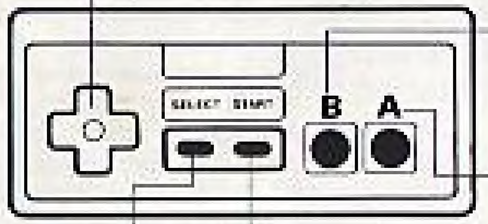
How To Operate Max Maverick



Control Pad

Press the **Control Pad** to move Max in 8 different directions: Forward and Backward, Left and Right and Diagonally.

Start Button

Press the **Start Button** to pause the game.

Select Button

Press the **Select Button** to change to the shooting mode and change directions.

Button B

Press Button **B** to fire a Laser Beam.

Button A

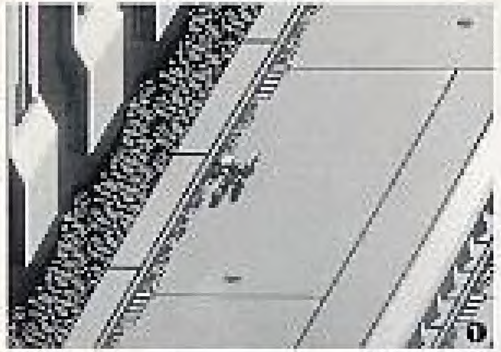
Press Button **A** for jump ❶

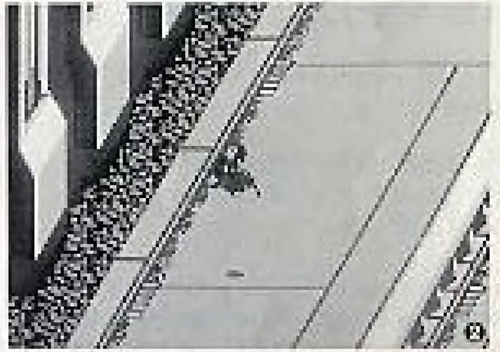
Hold down Button **A** for a jump and somersault ❷

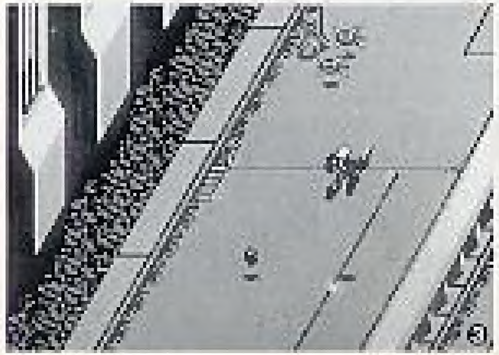
Press Button **A** again in the jump mode to fire a bomb ❸

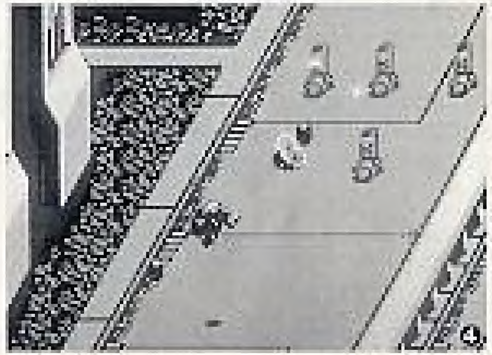
If you fire a bomb when Max is turning a somersault, when he lands the bomb will start spinning. The bomb will move in the direction it was fired. ❹

While Max is riding his motorcycle, press the bottom of the Control Pad and he will do a "Wheelie" and jump over obstacles. In the "Wheelie" mode, Max will sustain no damage from crashing into the enemy, however, he can be hit by the alien's bullets.









Game Basics

How to Start the Game:

Press Button **A** to select a New Game on the title screen.

Use the **Control Pad** to select Password and then press Button **A** to enter your Password onto the screen.

After you finish each stage, a Password will appear on the screen. When you want to start the game from midway, enter this password from your previous game with the **Control Pad**. Once you have entered the right Password, press Button **A** to begin the game.

Strategic Information

At the bottom of your screen during each game, you will see the following chart of information:

Bomb Power Levels

Each bombs that Max fires has different levels of power and destruction. Picking up certain items along the way (which are defined later in the booklet) will increase the power of his bombs. Use the Bomb Level Information at the bottom of the screen to determine how much power you have. Also, up to level 3, you can select the bombs direction by pressing the **Control Pad** while firing. When Max is defeated, his bomb level will decrease by one level.

LEVEL 1	1 Direction
LEVEL 2	3 Directions
LEVEL 3	5 Directions
LEVEL 4	8 Directions
LEVEL 5	Bombs wiped out and back to LEVEL 4

Spreading and Focusing Laser Beams

There are two firing modes: Spreading (W) and Focusing (L).
You can choose either one by pressing the Select Button. The firing modes will increase in five successive steps as you pick up the special items along the way. If you have used the Spreading (W) mode when Max is defeated, his firing mode will decrease to LEVEL 1.
If the Spreading (W) has not been used, you can continue in the same level.

Spreading (W) will fire in increasingly wider directions and knock down the aliens when they are spread over a large area.

LEVEL 1 1 Direction
LEVEL 2 2 Directions
LEVEL 3 3 Directions
LEVEL 4 4 Directions
LEVEL 5 5 Directions

Focusing (L) should be used for any aliens behind you and the biggest, most powerful aliens that you face towards the end of each map.

LEVEL 1 1 beam forward
LEVEL 2 1 beam each forward and backward
LEVEL 3 2 beams each forwards and backwards
LEVEL 4 2 beams each forwards and backwards
LEVEL 5 3 beams forwards and 2 beams backwards

Items

Spreading (W)		If Max picks up all 3, his spreading beam will increase one level.
Focusing (L)		If Max picks up all 3, his focusing beam will increase one level.
Bomb		If Max picks up this item, his bomb will increase in destruction power.
The Bullet		If Max picks up the bullet, his number of bombs will increase. If he loses the bullet, he cannot use his bomb.
Bonus		If Max picks up this, he will gain bonus points.
Speeding Up		Picking up this will increase Max's speed.
Life Recovery		This item will help Max to recover from 2 previous damages.
The Barrier		If Max picks up this item, a barrier will surround him and protect him for 5 attacks. After he is attacked by the aliens five times, the barrier will vanish. (During the 4th attack, the barrier will start blinking to warn you that Max will soon be unprotected.)

Damage Zones

There are several damage zones to stay away from on the map. If Max enters these areas, he will lose life points. Also, if Max gets caught between buildings or falls off a cliff he will die.

There are 6 stages in the game which include 3 means of transportation: The Hovercraft, the motorcycle and on foot. If you finish all 6 stages before the game is over you will enter a special stage #7 for highly-skilled players.

Compliance with Fcc Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed tap provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.